

CATHARINE BLAINE K-8 AFTER-SCHOOL CAMP

Facilitated by Hall of Fame Team Camp



Fall Quarter: Mondays 10/14-12/16 and Wednesdays 10/16-12/11
(8 weeks)

Skip days (i.e. no after-school camp): Monday 11/11, Monday 11/25, Wednesday 11/27

| | Mondays | | Wednesdays |
|---|--|---|---|
| Block 1 3:25-4:40 PM <i>Standard Classes</i> | <input type="checkbox"/> CreArt Studioz: Draw, Paint, Build, & Sculpt (K-2nd) \$280 <input type="checkbox"/> Mad Science: Ready, STEM, Go! (1st-5th) \$341 | Block 1 2:10-3:25 PM <i>Standard Classes</i> | <input type="checkbox"/> CraftLab Seattle: Art w/Nature (1st-5th) \$310 <input type="checkbox"/> Tabletop Village: Pokémon (2nd-6th) \$280 |
| Block 1 3:25-5:10 PM <i>Long Class</i> | <input type="checkbox"/> BEAM Experiences: Dungeon Master Academy (3rd-5th) \$354 | Block 1 2:10-3:55 PM <i>Long Class</i> | <input type="checkbox"/> Kong Academy: Parkour (K-1st) \$390 |
| Block 2 4:40-5:10 PM | <input type="checkbox"/> HOFTC: Choose Your Own Adventure (K-5th) \$55 | Block 2 3:25-3:55 PM | <input type="checkbox"/> HOFTC: Choose Your Own Adventure (K-5th) \$55 |

- Register at hof-teamcamp.com, payment by credit card is due at the time of enrollment. Registration opens on **Monday, September 23rd at 8 AM**.
- If you are placed on a waitlist, you will be notified if a seat becomes available and will have the option to accept or decline the seat.
- Registration closes on **Friday, October 4th at 11:59 PM**. Class schedules cannot be changed after registration closes.
- Upon registration, you will indicate if your child will walk home, attend Tons of Fun aftercare (escorted by a staff member), or will be picked-up. Campers should be picked up within 5 minutes of class end-time from the blacktop area.
- Standard Class enrollees have the option of enrolling in a Block 2 class as well.
- During the registration process, there will be an option to request a scholarship and to make additional donations to the scholarship budget.
- Campers will go directly to the central meeting location (location TBA) at the end of the school day for check-in, snack, & social prior to the start of class. Please send your child with a snack and water bottle. **Please remind your child that the snack is to be saved for after-school enrichment.**
- Should an instructor cancel for the day, **please plan alternate after-school arrangements for your child**. You will receive a refund for any days that the instructor misses. Instructors with attendance issues will not be asked to return for subsequent quarters.
- Families will not be reimbursed for days that learners do not attend.

Contact Sara Ray (970-219-5276, sara@hof-teamcamp.com) about programming, enrollment, & scholarships

HOFTC is not a licensed childcare entity.

CLASS DESCRIPTIONS: Fall Quarter (10/14/24 – 12/16/24)

Classes that do not meet the minimum enrollment will be cancelled.

BEAM Experiences: Dungeon Master Academy (3rd-5th Grade, Min 8/Max 14)

Learn to be a Dungeon Master and forge your own adventure! In this inclusive camp about creative storytelling, kids won't just be playing D&D as an adventurer, they will build magical worlds, draw amazing maps, and weave fantastic stories. Campers will use craft materials to bring their campaigns to life, practice improv techniques, and learn the rules of D&D so that they can lead their own adventures. Then, working in groups, we will create characters and take turns running games for each other. At the end of the course, kids will take home custom adventure kits to share with friends and family!

CraftLab Seattle: Art with Nature (1st-5th Grade, Min 8/Max 12)

Using nature as our inspiration this fall term: think plants, animals, seasons, and bugs! Each week we will focus on a new nature item to inspire our creativity and make fun and creative crafts to take home and enjoy. We will use upcycled, donated and thrifted material each week so bring your creativity, your best cutting and gluing skills and of course a willingness to have fun with CraftLab Seattle!

CreArt Studios: Draw, Paint, Build & Sculpt (K-2nd Grade, Min 15/Max 21)

Embark on a journey into the realm of imagination this season with a range of exciting projects: from spooky silhouettes and 3D Picasso faces to clay monsters and Tim Burton-inspired portraits. Explore the rich culture of Mexico, master figure drawing, and delve into the fundamentals of one-point perspective. Join us for a fun and educational artistic adventure!

HOFTC: Choose Your Own Adventure (K-5th Grade, Max 8)

Would your child like to join friends for an **organized active game** led by one of our experienced counselors? Would they prefer to play an **indoor board game or card game**? How about **solo time** to color or work on homework? Maybe they just need some **less-structured free-time** on the playground or field (rain or shine!) after school to burn off excess energy and engage in free play. We offer all of those options! Choose Your Own Adventure allows each child to recharge after school in their own way, without screens and with proper supervision.

Kong Academy: Parkour (K-1st Grade, Min 6/Max 12)

Get ready for an adventurous journey in Social Awareness, Relationships, and Responsible Decision-Making Skills. The Kong Academy program empowers kids physically, socially, and emotionally through: play, games, and parkour-based movement. Join us as your kids unlock their social superpowers through fitness-focused games and movement-based adventures. They'll dive into a world of teamwork, navigating challenges that foster social awareness and build positive relationships.

Mad Science: Ready, STEM, Go! (1st-5th Grade, Min 12/Max 20)

In this program children learn foundational science and find out how STEM is at work in the world around them! They will learn about the animal kingdom, both on land and under the sea, make mixtures, explore the science of motion and energy, and discover the technology that powers our modern world. Weekly topics include: All About Animals, Energy Burst!, Get Connected, Life in the Sea, Mix It Up, Moving Motion, Radical Robots, and Super Power Sources. At the end of every class, participants will take home an educational toy that extends the learning experience!

Tabletop Village: Pokémon Club (2nd-6th Grade, Min 8/Max 18)

By providing lessons for children to trade and learn how to play the Pokémon Trading Card Game, your children will learn how to contextualize their reading and math skills, long term strategic thinking and planning, how to make fair and equitable trades, and how to be a kind and sportsmanlike competitor. Our certified Pokémon Professors will provide, decks for children to play with (all levels of play) among - other materials, teaching materials and educational games (Pokécatch, Attach and Attack, Raid Battles, etc.), and high-quality lessons/presentations on how to play Pokémon TCG.